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FACT FILES 29



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Combining career and family

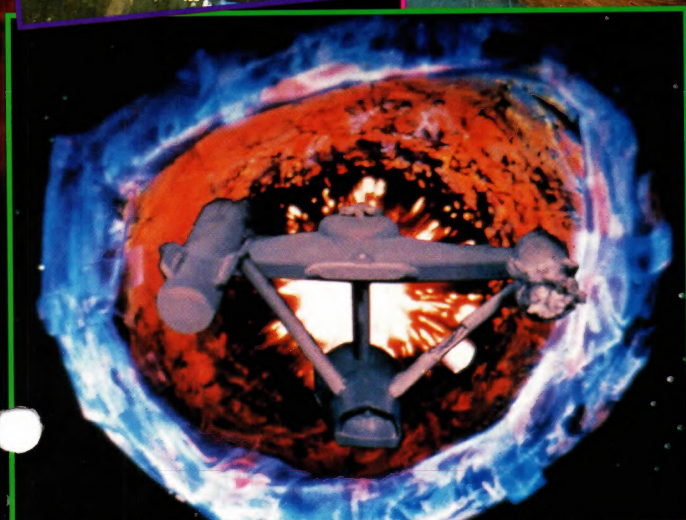
The Legend of Kahless
The most sacred Klingon hero

Communicators
Keeping in touch across space

The People of Vaal
Worshipping a computer god



Captain Christopher Pike
Meet Captain Kirk's predecessor



U.S.S. CONSTELLATION NCC-1017
Tragic victim of the deadly planet killer

ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3M



CHARTING
THE GALAXY

ALPHA QUADRANT

GAGARIN IV

CLASS-M PLANET

Home of the **Darwin Genetic Research Station**, a **Federation** facility. One of the facility's experiments involves genetically engineered human children, and deals with the manipulation of their immune system to seek out the causes of disease.

This creates a sickness which, once it attacks, causes accelerate, and seemingly irreversible aging. The problem is cured by the crew of the **U.S.S. Enterprise NCC-1701-D** using transporter-based technology after its medical officer **Dr. Katherine Pulaski** contracts the affliction.



Gagarin IV, featuring wide rivers and canyons, is a picturesque setting for the Darwin Genetic Research Station.

GALADOR II

CLASS-M PLANET

Galador II is the second planet in the Galador system. It serves as a base for **Galador freighters**, and as a result the ships take their name from the planet.

GALEN IV

CLASS-M PLANET

Base for a **Federation** colony and general location of the **Galen border conflicts** of the 2350s between the **Federation** and the **Talarians**. When the colony is destroyed by Talarian forces, the conflict comes to a head, and a peace settlement between the Federation and the Talarians is reached soon afterward.

GALOR IV

CLASS-M PLANET

The **Daystrom Institute of Technology** has an annex on **Galor IV** to help supplement its research. When **Data** creates an android offspring named **Lal** in 2366, **Admiral Haftel** strongly recommends that she be moved to this facility, rather than remain aboard the **U.S.S. Enterprise NCC-1701-D**, for observation and study. A conflict over Lal's rights as an android erupts, but sadly she 'dies' before any further events take place.

GALORNDON CORE

CLASS: UNKNOWN

Situated near the **Romulan Neutral Zone**, **Galorndon Core** is habitable to humanoids only for short periods. Electromagnetic storms on the planet make it unsuitable for sustained habitation. In 2366, **Geordi La Forge** is marooned during a storm there, along with a **Romulan** centurion named **Bochra**. Together, they manage to survive the inhospitable planet until they are rescued by the **U.S.S. Enterprise NCC-1701-D**. In 2368, Galorndon Core is used as a rendezvous point for a **Barolian** freighter receiving a stolen deflector array.

Centurion Bochra is rescued from Galorndon Core, along with Geordi La Forge, through their cooperative efforts. The planet's massive electromagnetic activity could have killed them.

An away team arrive on Galorndon Core, a planet that is not suitable for sustained human life. They quickly discover the planet's true nature.



Riker, Worf and Geordi struggle against the elements while investigating reports of Romulan activity on Galorndon Core. Soon after, they become separated and Geordi is left behind on the planet's surface.



GALVIN V

CLASS-M PLANET

While engaged in arrangements for a marriage between **Miles O'Brien** and **Keiko Ishikawa**, **Lieutenant Commander Data** reports that marriages on **Galvin V** are considered a success only if the couple produce offspring in the first year.

GAMELAN V

CLASS-M PLANET

The upper atmosphere of **Gamelan V** becomes dangerously polluted in 2366 when a 300-year-old ship passes through its system leaking radioactive waste. The **U.S.S. Enterprise NCC-1701-D** is called in to help the situation at the request of the Gamelan chairman. The problem is solved by towing the ship and releasing it into the system's sun, where it is harmlessly destroyed.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

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CHARTING
THE GALAXY

ALPHA QUADRANT

GAMMA II

CLASS-M PLANET

This planetoid features an automated communications and astrogation station which undergoes regular maintenance checks. When the **U.S.S. Enterprise** is scheduled to make a check in 2268, three of its crew members, **Kirk**, **Chekov**, and **Uhura**, are whisked away to the planet **Triskelion**. There, they are forced to perform violent games of strength and cunning against other slaves to satisfy their captors, three disembodied brains called the **Providers**.

GAMMA HROMI II

CLASS-M PLANET

With hostilities between the nomadic Gatherers of **Acomar III** and the **Acamarians** reaching a head, peace negotiations are arranged to take place on **Gamma Hromi II** in 2365.



Brull, a member of the Gatherers, is willing to meet the Acamarians on **Gamma Hromi II** to discuss peace.

GAMMA VERTIS IV

CLASS-M PLANET

The inhabitants of this planet are mute. When **Captain James Kirk** encounters a mute empath in the **Minaran** system, he compares her lack of vocal abilities to the people of **Gamma Vertis IV**.

GAMMA HYDRA IV

CLASS-M PLANET

This hot, **Class-M** world is the location of a six-member experimental colony. In 2266, all six colonists die from old age, the result of radiation poisoning from a passing comet. This hyperaging disease is passed on to members of the **U.S.S. Enterprise's** landing party who beam down to the planet. When **Chekov** remains unaffected by the disease, it is deduced that his fright at finding a dead body on the planet surface increased his adrenaline and thus his immunity. This cure is eventually passed on to all afflicted members.

Robert and Elaine Johnson are both in their 20s but, due to a hyperaging disease which strikes their colony on **Gamma Hydra IV**, they look 50 years older.



GAMMA TAURI IV

CLASS: UNKNOWN

The **Ferengi** steal a **T-9 energy converter** from this automated **Federation** monitoring post in 2364. Shortly afterward, the **U.S.S. Enterprise NCC-1701-D** makes contact with the Ferengi at **Delphi Ardu**. Prior to this, no formal contact with the Ferengi has been made, with the notable exception of **Jean-Luc Picard's** faceless conflict with them at **Maxia Zeta** in 2355 while in command of the **U.S.S. Stargazer**.

GAMMA TRIANGULI VI

CLASS-M PLANET

Class-M world with an artificially enhanced environment, manipulated by a millennia-old computer named **Vaal**. The origins of **Vaal** are unknown, but the people of this idyllic planet enjoy a peaceful existence due to their symbiotic relationship with him. **Vaal**, in return for fuel, has created perfect, harmonious surroundings. The only problem is that, without conflict in their lives, the feeders of **Vaal** have no need for development.



U.S.S. ENTERPRISE crew members observe the feeding of **Vaal**. This strange, symbiotic relationship destroys any conflict in the lives of the natives, and thus all creativity.

Vaal guarantees his own survival and manipulates the environment of **Gamma Trianguli VI** to shield the natives from harmful radiation, disease and natural disasters, and defends his feeders against intruders by means of plant life that can kill with poisonous thorns. Exploding rocks and lightning bolts are other protective measures. The inhabitants of the planet are all blond, orange-skinned and beautiful, and have no need to procreate as **Vaal** has bestowed an incredibly long lifespan; McCoy estimates the natives' leader to be 10,000 years old.

When the **U.S.S. Enterprise** is on a routine exploration of the planet, a crew member is killed and Kirk eventually decides to destroy **Vaal**. In the future, the natives must learn how to look after themselves and begin procreating.



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 9A



THE
KLINGON
EMPIRE

THE LEGEND OF KAHLESS

Kahless was the greatest of Klingon warriors, a semi-legendary figure who united the Empire 1,500 years ago and who still serves as a shining example to Klingons everywhere.

By the 24th century, **Kahless the Unforgettable** is a legendary figure in Klingon culture. Many stories are told of how he united the Klingon people 15 centuries ago, and gave them honor and strength. Kahless's exploits are still celebrated by Klingons, especially during the **Kot'baval Festival**.

Kahless taught that Klingons do not fight merely to spill blood but to enrich the spirit, which is one reason Klingon warriors pray to Kahless before going into battle. Klingon warriors who die honorably join Kahless in **Sto-Vo-Kor**, the life which lies beyond the life we know.

There are many legends about Kahless which have been handed down from

generation to generation. In one story Kahless fights his brother **Morath** for 12 days because Morath brought dishonor to their family. In another tale, Kahless is shocked that Morath has killed their father and thrown his sword into the sea. Kahless weeps because the sword is all that was left of his father, and the brothers never speak again.

Wise warrior

Another story is told of how a storm is descending upon the city of **Quin'lat**. Everyone takes refuge within the walls of the city except one man. Kahless goes to the man and asks what he is doing. "I am not afraid," the man says, "I will stand before the wind and make it respect me." Kahless nods and returns to

the city. When the storm comes, the man is killed. The wind does not respect a fool.

One of the greatest romantic tales in Klingon literature recounts how the Emperor Kahless woos and wins the **Lady Lukara**. At the dawn of the Empire, 500 warriors storm the Great Hall at **Qam-chee**. Only Emperor Kahless and the Lady Lukara stand before them. "Later that night," as **Jadzia Dax** describes the event, "Kahless and Lukara jumped on each other like a pair of crazed voles."

Kahless is famous for his indomitable spirit, and another story tells how he fought the tyrant **Molor** because he was not willing to live under his reign. Kahless is the only warrior capable of defeating Molor,



▲ **Kahless is the ultimate Klingon warrior. According to legend, he unified the Empire and fashioned the first bat'leth. Stories about Kahless and his deeds are an essential part of Klingon culture and are passed from father to son.**

BORETH



Distant world

Before his death, Kahless pointed to a star and told his people to look for him there. Years later, the Klingons established a monastery on Boreth, one of the worlds around that star.



Klingon shrine

The Great Hall on Boreth is filled with images of Kahless. There are tapestries and a throne, and even a replica of Kahless's sword, which has been lost for generations.



Vision quest

Boreth is one of the most sacred places in the Klingon Empire. Under the monks' guidance, visitors to Boreth seek visions of Kahless. They sit around a fire and fast. Many succeed in their quest and are rewarded with a vision.



Legendary weapon
According to legend the sword of Kahless is the very first bat'leth, forged from Kahless's own hair. Dax, Kor, and Worf find the sword in the Gamma Quadrant, but when it becomes clear how powerful a symbol it is, they beam it into deep space.



The Guide to the STAR TREK Galaxy

FILE 11

CARD 9A

THE LEGEND OF KAHLESS



GALAXY FACTS

While the Federation is still opposed to the Klingon Empire, many Starfleet officers, including Captain Kirk, consider Kahless to be a monster.

The clone of Kahless is given all the information that the monks on Boreth have in the sacred texts, but he is an inferior copy of the original, and Gowron defeats him in battle.



of the real Kahless, created by the Guardians at the Temple of Boreth to save the Empire.

Though he is a fraud, Kahless is made Emperor in 2369, a ceremonial position unfilled for 300 years. As Emperor, Kahless can give the Klingons the spiritual guidance they need, but real political power remains with the Klingon High Council.

whom he kills with the first bat'leth. According to a story known only to the monks on Boreth, Kahless made it from his own hair; he supposedly dropped a lock of hair in the lava from the Kri-stak volcano, and then cooled it in the lake of Lursor, fashioning it into a blade.

The promise

Before he went away to Sto-Vo-Kor, Kahless promised to return to lead the Klingon people again.

He pointed to a star in the sky. "Look for me there," he said, "on that point of light." Boreth is a world circling that point of light. Priests and other followers of Kahless wait for him there, the most sacred Klingon place.

During the Hur'q invasion, many objects are plundered from the Klingon homeland, among them the Sword of Kahless. This is apparently taken to the Gamma Quadrant, where it is lost for generations.

According to legend, its return would change Klingon history and the finders would have statues erected in their honor at the Hall of Heroes.

Visions of Kahless can be summoned using Klingon techniques involving meditation, candles, a small camp fire, and a ceremonial robe. An incantation that is to be repeated again and again is, "Torva luk do shell."

The return of Kahless

When Worf, Klingon security officer of the U.S.S. Enterprise NCC-1701-D, visits Boreth on Stardate 46852.2, Kahless reappears in the temple exactly 1,547 years after leaving. Kahless is intense, powerful, and charismatic. To prove who he is, he tells the story, known only to the High Clerics, of how he fashioned the first bat'leth.

The story and genetic evidence convinces everyone at the temple, including Koroth the High Priest, that this is indeed Kahless who has come again to lead his people and to purge the Empire of dishonor and corruption.

But the returned Kahless is shown to be only a clone

Warrior's return

In 2369, Kahless appears to return from Sto-Vo-Kor. However, it soon emerges that this Kahless is really a clone of the original, made by the monks on Boreth.



Romantic tale

The story of Kahless and Lukara is one of the most romantic in Klingon history. Lovers regularly recreate their most famous battle on the holodeck.



The tyrant Molor
At the festival of Kot'baval, Klingons re-enact the story of Kahless's victory over Molor. Molor is a tyrant and a great warrior who defeats all challengers.

Heroic stand

In the play, Kahless is unwilling to live under Molor's rule. He steps forward and challenges Molor with his bat'leth, and eventually defeats him in combat.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 22



OTHER GROUPS
AND RACES

THE PEOPLE OF VAAL

The People of Vaal live a very simple life on an idyllic planet. But they have lost touch with their origins, and have no concept of freedom or sex.

When first observed, **Gamma Trianguli VI** appears to be a perfect garden planet, literally an Eden. The temperature is a constant 76 degrees Fahrenheit, and the soil is rich and fertile. But, on further inspection, explorers will encounter flowers that shoot poisonous darts, and explosive rocks.

The rocks have very low specific gravity; they

contain uraninite, hornblende, quartz, and a number of other elements that cannot be identified by a field **tricorder**. They are also fragile, and cleave well. Most importantly, they explode when struck.

Native inhabitants

The only inhabitants of Gamma Trianguli VI, no more than a few dozen males and females, make up a small group or tribe known to themselves as the **People of Vaal**. They



are simple, naive, trusting and kind. They worship Vaal as a god, and do not realize that he is actually a sophisticated computer which controls their environment. Vaal has given them an extremely long

lifespan; it is impossible to determine how long this same small group has lived on the planet under his protection.

Each member of the group has orange skin and great masses of white hair

Simple people

There is only one small group of humanoids on Gamma Trianguli VI. They are ignorant of love, death, and violence. They are surprised when struck, and react with fear and tears rather than anger.

A DANGEROUS PLACE

Planet Gamma Trianguli VI
Class M **Quadrant** Alpha
Status Non-aligned

Primary star Gamma Trianguli
Surface The planet is covered in lush vegetation. The temperature is a constant 76 degrees over almost the whole planet, which has barely any ice even at the poles.

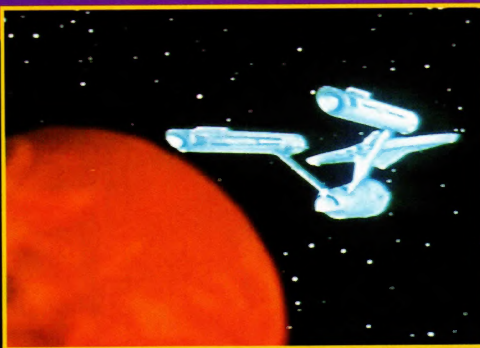
Atmosphere Nitrogen/oxygen
Description Standard gravity

Moons None

Life Forms Humanoid

Important Features The atmosphere is controlled by a powerful computer known to the population as 'Vaal'.

Starship Log STAR TREK:
The Original Series 'The Apple'



▲ **The U.S.S. ENTERPRISE NCC-1701 arrives at Gamma Trianguli VI in 2267. Kirk's involvement proves to be a pivotal event in the planet's development; until now, Vaal has had the unquestioning obedience of the planet's humanoid population.**



▶ **Vaal is actually a computer which controls Gamma Trianguli VI's weather. However, he is now defending himself very aggressively. Vaal has many weapons he can use to attack intruders, and is even capable of striking out with lightning bolts, with pinpoint accuracy.**

Deceptive world

When the **U.S.S. Enterprise** landing party arrives on Gamma Trianguli VI, the planet seems like paradise. But the crew rapidly discover that it is full of hidden dangers. Plants fire deadly thorns, the rocks are explosive, and even the weather can turn violent in a matter of seconds, eliminating any unwelcome visitors with deadly lightning bolts.

▼ **Although it may appear idyllic, the garden planet, Gamma Trianguli VI, is quite deadly. Even innocent-looking flowers are capable of delivering a cluster of lethal thorns that will kill a humanoid instantly.**



Even though their 'god' is destroyed, the villagers are delighted when Kirk tells them that they will soon learn about love and children.



arranged in a bouffant style. Men wear simple wraparound skirts. Women wear the skirts too, plus simple halters and flowers in their hair. Each member of the group has basic geometric patterns painted on each cheek.

A typical greeting of these people includes a salute in which the forearms are pressed together with the palms of the hands up. Each of them can move like a cat through the dense jungle surrounding their village.

Simple homes

The village is made up of huts, each of them built from natural materials. Altogether, the culture of the People of Vaal seems



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 22

THE PEOPLE OF VAAL



OTHER GROUPS AND RACES



▲ The People of Vaal make offerings to their god. In return, he maintains a perfect environment on the planet, and provides longevity.

primitive but pleasant.

Vaal himself is situated nearby. He takes the form of the carved head of a reptilian animal, complete with fangs, and has a large horn on his nose and glowing slitted eyes. A short flight of steps leads up into Vaal's head; two or three humans can stand in Vaal's mouth at once.

Vaal can protect himself from danger by manifesting a forcefield around his head at a distance of 10 meters. He also seems able to control weather, making the clouds gather at will and using lightning as a weapon. The shooting flowers and exploding rocks are also part of his defense system.

▼ Akuta is the leader of the villagers. It is impossible for anyone to determine his age, but McCoy calculates that he is at least 10,000 years old. Like the other villagers, he is not aging.



He can protect himself at long range too. He has the ability to cause the antimatter pods of a starship in orbit to lose their potency, and to prevent the transporter from getting a lock on a landing party. He can also project something very much like a tractor beam, strong enough to pull down a starship.

Whatever subterranean mechanism allows Vaal to do this causes strong, regular vibrations beneath virtually the entire planet.

When summoned by the beating of a gong, the people bring baskets of the local fruits and vegetables to Vaal, mount the steps,

▶ The native inhabitants of Gamma Trianguli VI are long-lived and know nothing about conception or sexual contact.

GALAXY FACTS

▶ The U.S.S. Enterprise has encountered other planets that are run by computers, including Beta III, where a computer known as Landru controls the population.

▶ The atmosphere on the planet Omega IV also promotes an extremely long lifespan.

and throw the produce down the god's throat.

The group's leader, Akuta, is called the 'Eyes of Vaal', and is the only member of the group who has short silver antennae behind each ear. Through them he receives Vaal's wishes. Akuta says the antennae were given to him "in the dim time." How their function is unknown.

Ignorance and bliss

In exchange for being fed at regular intervals, Vaal maintains a perfect environment and protects the villagers. However, he forbids the People of Vaal from indulging in sexual pleasures, and they have no idea about children or reproduction.

The People of Vaal have a stagnant culture. When Captain Kirk visits their planet in 2267 he feels justified in destroying Vaal, thus forcing their society to follow a new path.

JEALOUS GOD

Static society

Vaal provides everything for his people, but their society has become entirely static; there is no progress or evolution. Captain Kirk feels that there is good reason to interfere in their way of life.

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▶ The People of Vaal live in simple but colorful huts.



▶ Vaal is eventually destroyed when Captain Kirk orders the U.S.S. ENTERPRISE to fire her phasers at the dangerous computer.



▶ Akuta has two unusual antennae behind his ears, which he uses to communicate with Vaal. The other people in his village call him the 'Eyes of Vaal'.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 41



OTHER GROUPS
AND RACES

THE ANGOSIANS

In their own words, the Angosians are not warriors — they believe reason should settle all disputes. So when they find themselves immersed in a vicious war, drastic measures have to be taken.

The planet of **Angosia** appears, at first sight, to be something of a paradise. Inside the buildings of the sophisticated cityscapes, decor is clean and spacious, reflecting the modern, technologically-advanced lifestyle of the planet's natives. The **Angosians** themselves, ruled by a democratically elected Prime Minister, are a politically aware people.

Many important issues are decided by referendum.

By nature, the Angosians are a peaceful, nonviolent people, but this is the very trait which almost proves their undoing. When the planet fights the **Tarsian Wars** in the middle of the 24th century, it is soon discovered that Angosians are not natural warriors. In order to prepare themselves for war and maximize their chances of success, the young men

who volunteer for war duty also volunteer to undergo a process of biological and psychological manipulation. This turns them into perfect warriors. However, what they are not told is that while the chemical alterations can be removed, the Angosian authorities are far less certain that the psychological changes can be undone.

The supersoldiers are enhanced in several ways. Their strength, stamina, and



PARADISE AT A PRICE

Born for peace

From orbit, Angosia appears to be a peaceful world. On the surface, its cities are filled with impressive buildings, boasting beautiful spires beneath a clear blue sky. But Angosia is not quite the paradise it seems: the planet is peaceful only because those who have been altered to fight are banished to a nearby moon, where their violent ways cannot affect the tranquillity of the world they fought for. When the Angosians can no longer handle the situation, the **U.S.S. Enterprise NCC-1701-D** is brought in to help.



▲ From space, Angosia looks much like Earth, with swirling clouds and clear blue oceans. There is nothing to indicate the terrible price which has been paid for its continued tranquillity.

▶ The Angosian cities are filled with tall buildings which demonstrate a high level of technology. Art and architecture are very important to these peaceful people.



Planet Angosia

Class M Quadrant. Alpha

Also known as none recorded

Surface Impressive cities and lush vegetation.

Angosia is a peaceful and beautiful planet.

Atmosphere Nitrogen/oxygen

Moons At least five.

Life Forms Humanoid.

Important Features When faced with the prospect of war, the naturally peaceful population of Angosia turns to genetic engineering to manufacture soldiers. When the wars are over, the soldiers are banished to what is essentially a penal colony on Lunar V rather than being reintegrated into normal Angosian society.

Starship Log
STAR TREK: THE NEXT
GENERATION 'The Hunted'

▲ Ruthless solution

The Angosian leader does not believe that the soldiers deserve the right to be reintegrated into society. The people have voted to exile them, and as far as he is concerned, the debate is over.

intelligence is increased, as is their memory retention. They are 'programmed' to survive at all costs, and this is helped by modifications to their bioelectric signatures, which mask them from most sensors. The soldiers appear quite normal — much like their pre-altered selves — under normal conditions, but when any kind of threat is

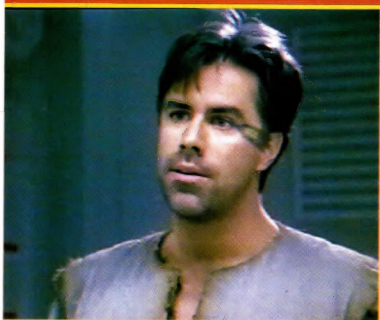
OTHER CARDS IN THIS FILE...

19 THE GENOME COLONY

SEE OTHER FILES...

THE DOMINION.....File 16
OTHER STARSHIPS.....File 40
STAR TREK:
THE NEXT GENERATIONFile 68

Although Roga Danar is capable of extreme violence, he is troubled by this side of his personality.



Despite efforts to contain him, Danar escapes from the U.S.S. ENTERPRISE and makes his way to the surface of what was once his homeworld.



received the training kicks in and they become ruthless killing machines. They do, however, still feel remorse for their violent deeds. Many soldiers kill several times, while their enhanced memories ensure they will never forget a single incident.

Back to normal

When the first soldiers return from the war, they find it difficult to integrate back into the peaceful Angosian society. Still programmed to react automatically to any threat, a simple argument or loss of temper can result in murder, and the Angosian people become afraid of these men who have previously been their brothers and sons. Eventually, after a referendum to determine what should be done about the soldiers, subsequent homecomers find themselves directed to

Lunar V. They are told they will be 'resettled' here. Lunar V is a virtual prison, designed to keep the soldiers away from 'normal' Angosians.

Although the veterans substantiate the Angosian authorities' claims that conditions on Lunar V are comfortable and reasonable, a prison is still a prison. When some of the veterans begin to protest, Angosia sends in security forces to maintain the peace. The veterans want nothing more than to be allowed to come home, to be reintegrated into a society for which they had been willing to give their lives.

Pleas ignored

The Angosian authorities, certain that the psychological effects of the military conditioning can never be completely eradicated, make little real effort to try – especially as

Danar is much stronger than the crew of the ENTERPRISE. It takes more than one human to overpower him; he is even a match for the Klingon Worf.

they may one day need their supersoldiers to fight against another threat.

The situation comes to the attention of the **Federation** when the **U.S.S. Enterprise NCC-1701-D** visits Angosia on **Stardate 43489.2**, to consider an application for membership to the United Federation of Planets. While the *Enterprise* is orbiting the planet, a supersoldier named **Roga Danar** manages to escape from Lunar V. To the surprise of the *Enterprise* crew, Danar manages to evade their attempts to track him down for some time and, when he is eventually beamed aboard the ship, he overpowers several security guards before he can be detained. However, while he is held on the Federation vessel, the injustice of Danar's situation becomes apparent to the sympathetic *Enterprise* crew.

Danar escapes again, and manages to reach the Angosian surface. Here, he demands that the Prime Minister reviews the veterans' situation. **Captain Jean-Luc Picard** refuses to interfere, forcing the Angosian government, who

are unable to overpower the supersoldiers themselves, to at least open negotiations.

Captain Picard's report on the suitability of Angosia's application to the United Federation of Planets states that if the government lasts out the night, the Federation should offer them assistance in reprogramming their veterans. Picard believes that the Angosian government will survive.



Roga Danar and other veterans of the Tarsian Wars surround the Prime Minister and demand that their claims be heard. They want to settle things through reason, but will use violence to get started.



When the Federation refuses to interfere, the Angosian government has no choice but to open negotiations. They programmed their soldiers too well; they have no way to overpower them.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 41

THE ANGOSIANS



OTHER GROUPS
AND RACES

GALAXY FACTS

Roga Danar is prepared to die rather than go back to what he sees as captivity on Lunar V.

Danar is capable of holding his own against Lt. Worf in a fist-fight, a feat no human could equal.

Inside the buildings of the Angosian capital city, corridors are wide and airy, with high ceilings and polished floors. Colors are pale and muted. Arrangements of plants in large pots provide a touch of natural beauty, adding to the relaxed atmosphere.

TYPE:

LONG-RANGE WARP SHUTTLE

ASSIGNED TO:

U.S.S. VOYAGER NCC-74656

NAME:

TYPE-12 SHUTTLECRAFT 'COCHRANE'

The *U.S.S. Voyager NCC-74656* is equipped with a number of shuttles. Many of them are of standard **Starfleet** designs – including the Type-6 shuttle – but *Voyager* also carries a more streamlined design which is a departure from the earlier box-shaped vessels.

These shuttles have a very aerodynamic shape, with a pointed front, and larger warp nacelles which are connected to spars that extend beyond the back of the cabin.

The shuttles can enter a planet's atmosphere and are highly maneuverable. They are sturdy ships, designed with safety in mind; provision has been made for emergency landings, and the shuttles are fitted with emergency antigrav thrusters. As a result, even after a crash the crew are rarely badly injured.

Top performance

The shuttles have powerful warp engines and, unlike earlier models, are capable of achieving extremely high warp speeds. As such they are ideal for long-range scouting missions, or for transporting small teams to planets which lie outside *Voyager's* normal route. Shuttles are only relatively lightly armed, and carry **phasers** as standard. They are protected by shields. This model of shuttle is also fitted with transporters, and can beam four people at once. The shuttle produces lower energy emissions than *Voyager* and can be adapted to collect relatively large amounts of plasma.

The shuttles are so well designed that with the aid of a new kind of **dilithium**, which the crew find in the **Delta Quadrant**, one of the shuttles, the *Cochrane*, actually achieves



▲ The Type-12 shuttlecraft featured aboard the U.S.S. VOYAGER differs from previous Starfleet models. Its design follows the sleek contours of its mother ship.

warp 10. This speed had previously been thought impossible, and, unfortunately, turns out to be impractical.

The shuttle is entered from a hatch at the rear. The cabin provides comfortable seating for two officers, and can be piloted from either position. There are large observation windows and the controls run all around the front of the ship. The two chairs can move around to

access all of the necessary functions. Despite its ability to travel long distances, the shuttle is not a pleasure cruise ship; even basic items of equipment such as bedding are not apparent.

The Type-12 shuttlecraft represents yet another leap forward in the design of shuttles, as does the *Voyager* itself as a starship design. It is a state-of-the-art machine and, with able pilots at the helm, a very worthy flying vessel.

SMALL BUT POWERFUL



▲ A bright blue glow emitted by the warp nacelles is standard in most starships and shuttlecraft. Many previous models of shuttlecraft were not warp-capable.



▲ A crew of two is standard for the Type-12 shuttlecraft, although it can carry more personnel if needed. The ship is also fitted with transporters.



The COCHRANE shuttle incorporates a type of hatchback design. The look is sleeker; the lines of the vessel closely mirror those of the U.S.S. VOYAGER. The COCHRANE, a Type-12 shuttle, is faster and more robust than most.



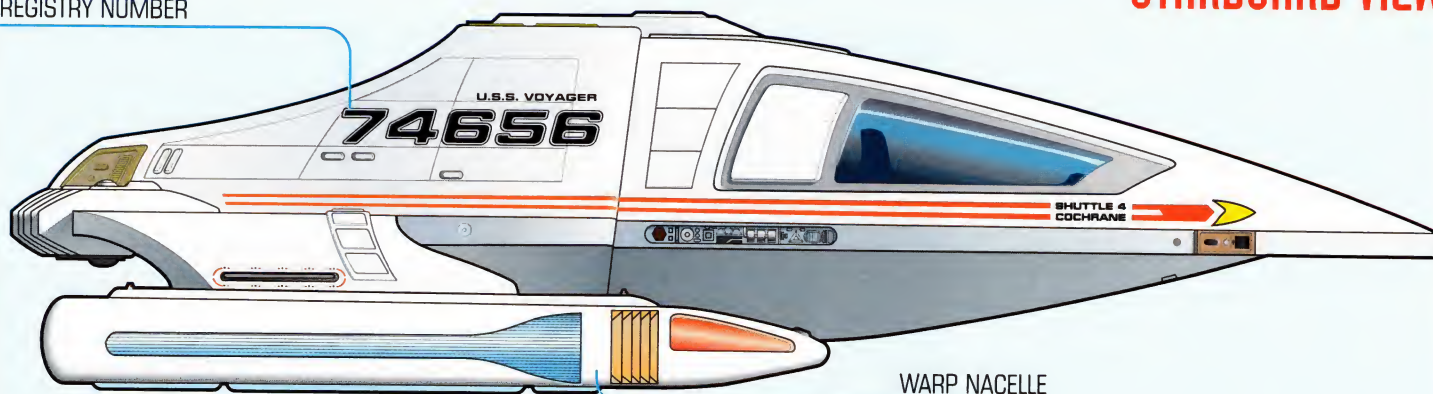
The entrance to the Type-12 shuttle is at the rear. Inside, both positions can access the pilot's controls. The ship has to be aerodynamic as it is capable of planetary entry and landing.



TYPE-12 SHUTTLECRAFT 'COCHRANE'

STARBOARD VIEW

REGISTRY NUMBER

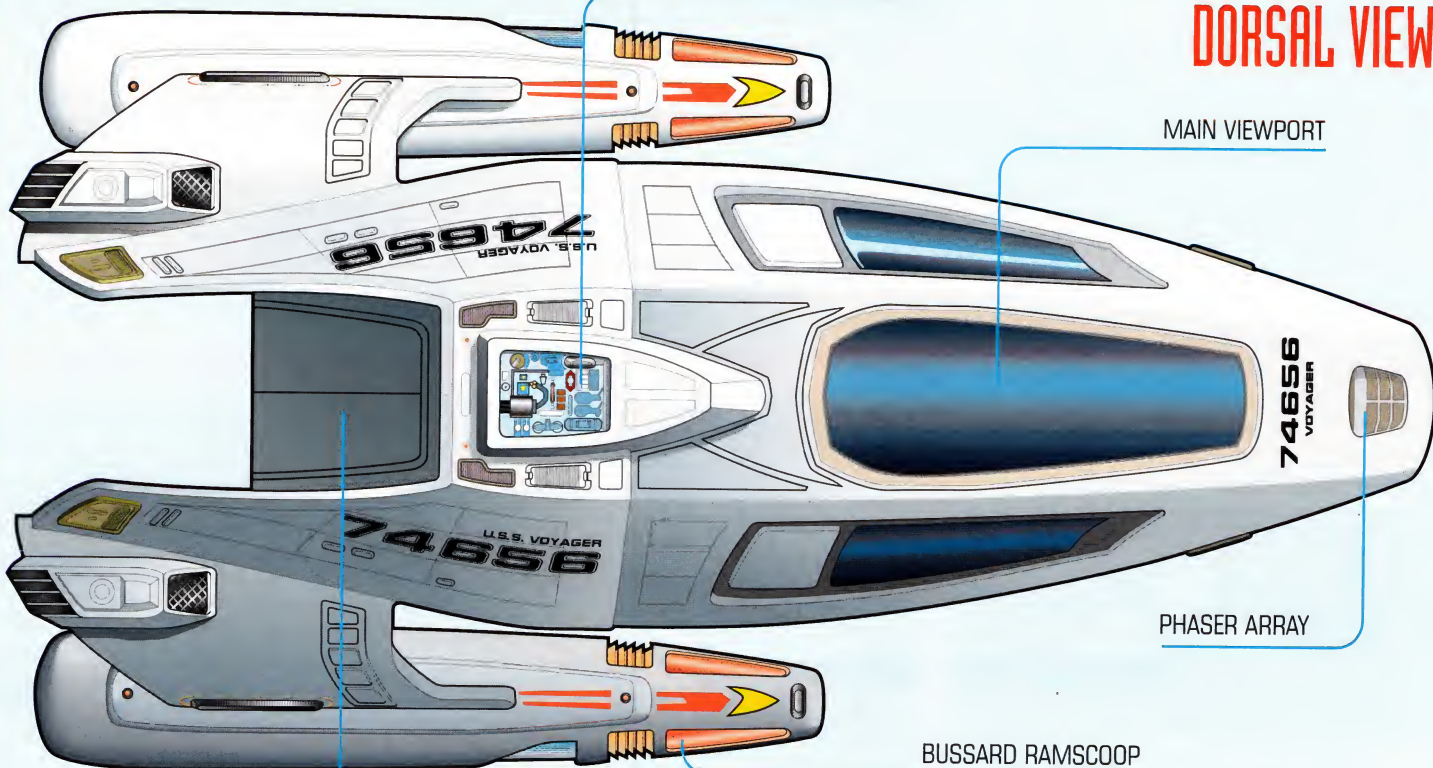


WARP NACELLE

NAVIGATIONAL DEFLECTOR

DORSAL VIEW

MAIN VIEWPORT



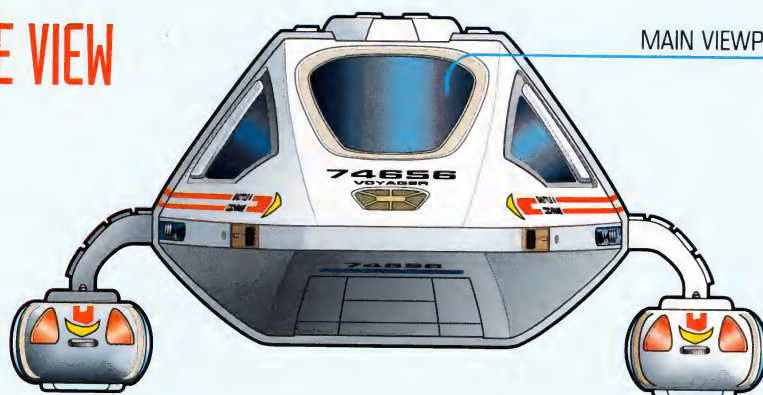
PHASER ARRAY

BUSSARD RAMSCOOP

ENTRY HATCH

FORE VIEW

MAIN VIEWPORT



EVOLVED DESIGN

The **Cochrane**, a high-speed, long-range shuttle, is the most advanced shuttle available when the **U.S.S. Voyager NCC-74656** leaves **Deep Space Nine**. It has a standard crew of two and can attain high warp speeds. It is armed with phasers and is suitable for flight within an atmosphere, and can land safely on a planet's surface. Like a Starfleet runabout, it is equipped with transporter facilities.



FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

CONSTITUTION-CLASS STARSHIP

REGISTRATION No:

NCC-1017

NAME:

U.S.S. CONSTELLATION

VENTRAL VIEW

SHIP'S REGISTRY

SENSOR DOME

DEFLECTOR DISH

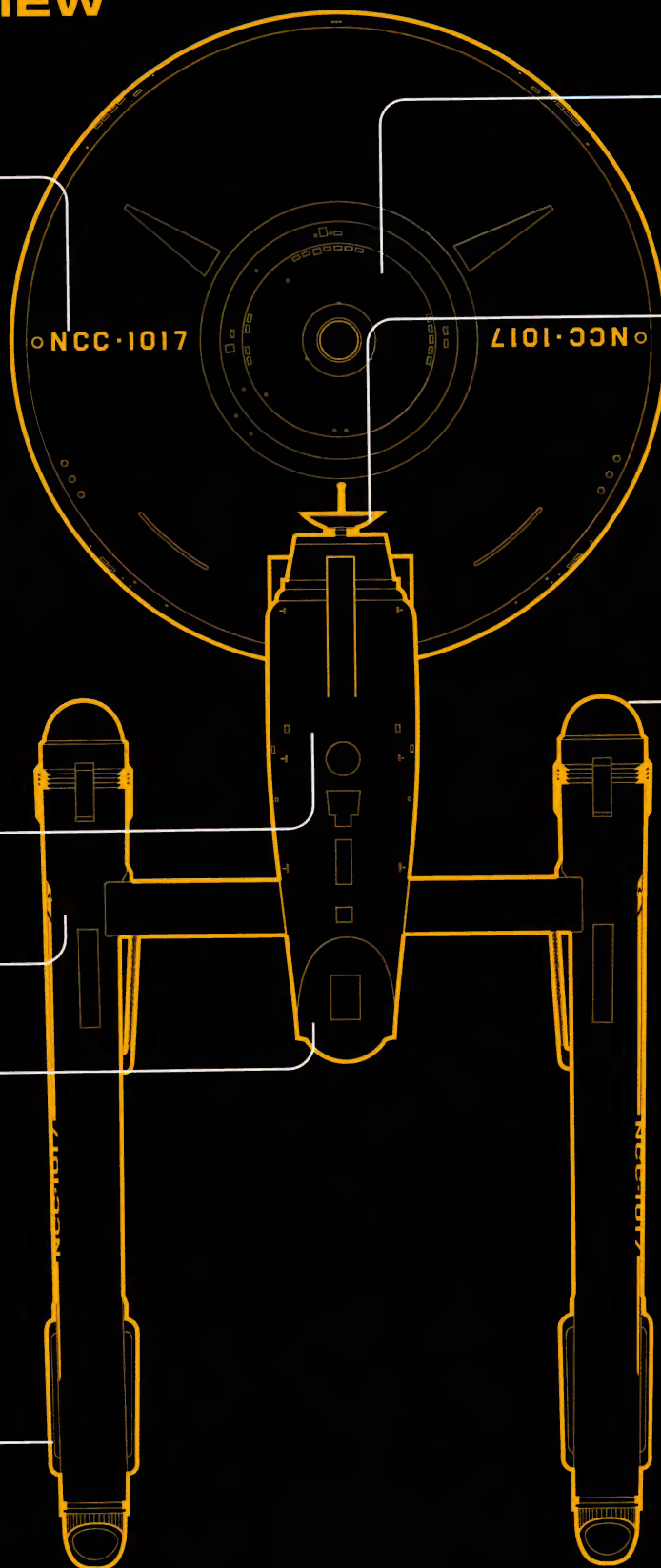
WARP NACELLE

ENGINEERING HULL

WARP NACELLE

AFT SHUTTLEBAY

WARP INTERCOOLER
INTAKE



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FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

CONSTITUTION-CLASS STARSHIP

REGISTRATION No:

NCC-1017

NAME:

U.S.S. CONSTELLATION

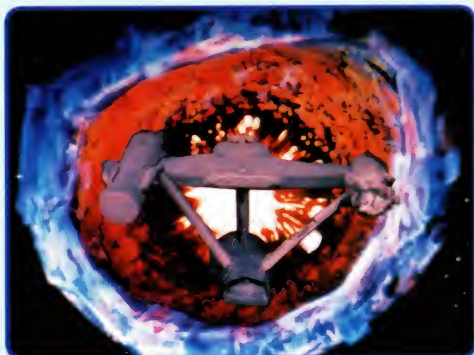
The *U.S.S. Constellation* NCC-1017 is a *Constitution*-class starship under the command of **Commodore Decker**. It meets its end when it encounters the powerful planet killer.

The *U.S.S. Constellation* NCC-1017 is a *Constitution*-class starship with a crew of approximately 400. In the 2260s it is in the front line of space exploration, equipped with research labs, warp and impulse engines, and is armed with **phasers** and **photon torpedoes**.

The *U.S.S. Constellation*'s last commander is **Commodore Matthew Decker**, a distinguished officer and a friend of **Captain James Kirk**. In 2267, Decker leads the *Constellation* on a mission to systems **L-370** and **L-374**, which had been charted the year before by the *U.S.S. Enterprise* NCC-1701.

Doomsday machine

The crew discover that several solar systems in this sector have been destroyed. On **Stardate 4202.1**, the *Constellation* enters system L-374, and Science Officer **Massada** reports that the fourth planet of the system seems to be breaking up. Decker is unable to contact **Starfleet Command** because of heavy **subspace** interference. Decker moves to investigate, and discovers a massive spacecraft



▶ The *U.S.S. CONSTELLATION* is finally destroyed when **Captain Kirk** flies it into the mouth of the planet killer, which is completely disabled after the ship explodes.



▶ **Kirk** is able to control the damaged ship from the auxiliary control room. The *CONSTELLATION* has no warp drive and hardly any weaponry.

▶ The interior of the *CONSTELLATION* shows how bad the damage is. Cables hang from the ceiling, and hardly any systems are working.



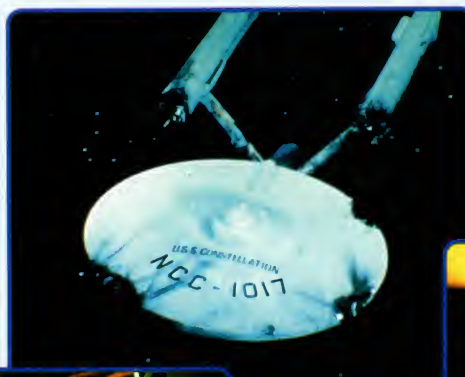
slicing the planet up with an antiproton beam. The vessel is several kilometers long and its hull is composed of solid **neutronium**. The *Constellation* mounts a full-scale attack, but the **planet killer** is completely immune to the starship's weapons. The planet killer returns fire, breaking through Decker's shields. The *Constellation*'s **phaser** banks are soon completely exhausted and her energy banks are depleted. With the ship in danger, Decker beams the entire crew down to the third planet and transmits a distress call.

Decker elects to remain on board ship, feeling that it is his duty as captain. The planet killer then attacks again, this time knocking out the *Constellation*'s transporters. The deadly machine then moves on to attack the third planet. As the planet killer's beam slices into the helpless world, Decker's crew contact him and beg him to beam them back to the ship. Unable to help, the Commodore is forced to watch as his entire crew is killed.

Rescue mission

The *Constellation*'s distress call is picked up by one of its sister ships, the *U.S.S. Enterprise*. When Kirk's ship arrives in system L-374, only two planets remain and the *Constellation* is a lifeless hulk. Kirk leads a damage control party on to the *Constellation*. The bridge is uninhabitable, and all systems, including life support, are working on low power. Kirk finds Decker, who is in a state of shock, in the auxiliary control room. He tells Kirk what has happened and is beamed over to the *Enterprise*. Kirk stays behind and attempts to restore basic power to the *Constellation*.

Decker is clearly consumed by guilt, and when the *Enterprise* detects the planet killer, he assumes command and orders the ship to attack. Kirk is on the *Constellation* and, because



▶ The *U.S.S. CONSTELLATION* is almost destroyed during its battle with the planet killer, a powerful weapon that seems immune to the Federation starship's phasers and torpedoes.

▶ **Commodore Matthew Decker** is the only surviving member of his crew, and he is nearly insane with guilt.



▶ The *U.S.S. ENTERPRISE* comes to the *CONSTELLATION*'s rescue, but it is too late; the ship is a lifeless hulk.

the sensors are down, is unaware of what is happening. When he finally restores the monitors he sees that the *Enterprise* is engaged in a futile attack on the planet killer. He uses the partially repaired *Constellation* to distract the object, and orders First Officer **Spock** to relieve Decker of command.

Commodore Decker escapes and steals a shuttle. The *Enterprise* crew are unable to prevent him flying it into the planet killer's 'mouth', where he is killed. However, Spock records a drop in the object's power levels and this gives Kirk an idea. **Scotty** rigs the *Constellation*'s impulse engines to overload, and Kirk flies the once proud ship into the mouth of the planet killer before being transported away at the last moment. The planet killer is destroyed in the resulting explosion.

Kirk's record shows that Matt Decker died in the line of duty. Decker is survived by a son, **Willard**, who eventually rises to the rank of captain and serves on the *Enterprise* under the now Admiral Kirk. The *Constellation* gives its name to a new class of starship, which is still in service in the 2370s. One of the most famous ships in this line is the *U.S.S. Stargazer* NCC-2893, which is commanded by a young **Captain Jean-Luc Picard**.

FILE 43 STARFLEET PERSONNEL

Dr. Crusher's Family

Starfleet sometimes interferes with Dr. Beverly Crusher's family life, but most of the time her passion for science and exploration enhances it. Jack, her late husband, and her son, Wesley, share her enthusiasm.

Born Beverly Howard in 2324, Dr. Beverly Crusher was raised by her grandmother, Felisa Howard, after her mother's death. Felisa was a healer at the Caldos colony and taught her granddaughter an appreciation of the medicinal power of herbs. Felisa dies in 2370, but Beverly retains a deep appreciation of her grandmother's wisdom and wit. The two women were both involved in the tragedy

on Arvada III, and worked together to help the other survivors.

Marital bliss

Beverly was introduced to her future husband, Jack R. Crusher, a Starfleet officer, by their mutual friend Walker Keel. While Beverly was in medical school, Jack gave her a book entitled 'How to Advance Your Career Through Marriage' that was both a joke and a proposal. The two married in 2348 and their son, Wesley, was

PROFILE ON FAMILY LIFE

NAME: Beverly Crusher (née Howard)

PARENTS: Paul and Isabel

GRANDMOTHER: Felisa

CHILDHOOD: Beverly spent most of her childhood on Caldos with her grandmother.

MARRIAGE: Beverly married Jack Crusher in 2348. They had one son, Wesley, before Jack was killed in 2354.

CHILDREN: Wesley is extremely intelligent and serves aboard the *U.S.S. Enterprise NCC-1701-D*.



Despite her impressive career in Starfleet, Beverly Crusher's family is very important to her. She is close to her son Wesley, who lives with her aboard the *U.S.S. Enterprise NCC-1701-D* before he decides instead to accompany the *Traveler*, whom he encounters again on *Dorvan V* in 2370.

born a year later. Jack's close friend, Jean-Luc Picard, spent a lot of time with the couple. Beverly learned, years later, that Picard fell in love with her during the early years of her marriage. Guilty at

loving his best friend's wife, Picard did not tell Beverly this until 20 years later.

Lieutenant Commander Jack Crusher was serving aboard the *U.S.S. Stargazer NCC-2893*

under Captain Picard when

he was killed on an away mission in 2354. Widowed with a five-year-old son, Beverly continued her Starfleet career. She always felt that the years she and Jack had together were too short. She once remarked that it took Wesley into his late teens to recover from his father's death. And it took her many years to move beyond the loss of her husband.

Living on

Ten years after being widowed, Dr. Crusher is made Chief Medical Officer in 2364 aboard the *U.S.S. Enterprise NCC-1701-D*. She becomes annoyed when Picard admits he protested her assignment, worried that her personal feelings about her husband's death under his command will affect her performance on board. In Starfleet for years, and well acquainted with its dangers, she has never held Picard responsible for Jack's death.

Accompanying her is Wesley, a bright teenager who exhibits his father's honesty and his trusting and hardworking nature.

THE CRUSHER FAMILY



Jack and Beverly Crusher were married for just six years before he was killed. They were introduced by Walker Keel, a close friend of Jack's. Unfortunately, they had to spend much of their married life apart, as Jack was serving on the *U.S.S. STARGAZER*. Jack had planned to record a series of holographic messages for their son, Wesley, but only had the chance to complete one before his untimely death.

Jack Crusher was serving as a Lieutenant Commander aboard the *U.S.S. STARGAZER* when he was killed on an away team mission. The Crushers' close friend, Jean-Luc Picard, brought Jack's body back to a starbase, where Beverly viewed the body. For many years after this, Picard feels uncomfortable about his feelings for Beverly.



Wesley was only five years old when his father was killed. While he is aboard the *U.S.S. ENTERPRISE*, Captain Picard and Commander Riker become surrogate father figures for him, and he follows their footsteps into Starfleet. However, he eventually decides that his true destiny lies elsewhere, and leaves to explore the Galaxy with the *Traveler*.



Doctor Crusher: Family



▲ Increasingly discontented with life at Starfleet Academy, Wesley eventually decides to leave his mother and explore the Galaxy after being reunited with the Traveler.

◀ Beverly is enormously proud of Wesley, who shows himself to be an unusually capable young man. He is a brilliant scientist, and has a maturity beyond his years.

▲ In one possible future, which is shown to Captain Picard by Q, Beverly and Jean-Luc have been married. But, sadly, the marriage ended in divorce.

"I loved her very much. I can remember her face smiling down at me, and I can remember the sound of her voice and her scent."

— Beverly Crusher on her mother

When Picard is gruff with Wesley, Dr. Crusher's mothering instincts emerge. She's proud of her son's quick mind, and she expects others to appreciate him too. When Wesley's abilities become apparent, Picard appoints him acting ensign. Beverly couldn't be more pleased. Still, her protective instincts can place her

in direct conflict with her duties. In 2364, when Wesley accidentally disobeys laws on **Rubicus III** and is sentenced to death, she's ready to ignore the **Prime Directive** to save his life.

Wesley's other scrapes also bring her maternal instincts into conflict with her duty as a Starfleet officer. But, as Wesley handles

himself admirably in each crisis, she learns to let go a little more – so much so that she leaves in 2365 to take up a posting as head of **Starfleet Medical**.

Growing up and apart

When she returns to the *Enterprise*, she finds her 17-year-old son has grown into a serious

student who spends too much time working and studying instead of getting into trouble like a normal teenager. Then, when he makes mistakes, resents her intrusion and dates girls, she worries again.

For all her professional demeanor and vast experience traveling through space, Dr. Crusher is like any other mother. As her son matures, she watches from the sidelines with a touch of sadness as he becomes his own man.

For Beverly, the separation is even greater than for most mothers. In 2370, Wesley's extraordinary intelligence, and the help of a being known as the **Traveler**, lead him into a new plane of existence, and he literally evolves into a new form of humanity. He decides to join the Traveler exploring the Galaxy.

Close friend

Although Picard isn't an official member of her family, he is a close friend of Dr. Crusher's. The two often share breakfasts and, in an alternate timeline revealed to the captain by Q, they are even married for a time in the future. In that timeline, Dr. Crusher says she could never refuse the captain anything, not even a marriage proposal. Picard is the confidant and friend she lost when Jack died. He's also something of a father figure to her son, for which she is grateful. Once Wesley reaches adulthood, Dr. Crusher's full attention focuses on her own life and career, though a part of her will always be Wesley's mother.

GOthic FAMILY HOME

Ghosts from the past

On **Caldos IV**, a terraformed planet, unusual weather patterns force the *U.S.S. Enterprise* to investigate. Beverly Crusher is also visiting the planet after the death of her 100-year-old grandmother, Felisa. When she reads the journals Felisa left behind, Beverly finds that she was wooed by a handsome 34-year-

old named Ronin, whom she met after Beverly's great-grandmother's death. Strangely, Felisa never mentioned Ronin – an anaphasic life form – in her letters to her granddaughter.



▶ When Beverly reads intimate details of her grandmother's affair with Ronin, she has her most physical dream ever.



▲ Beverly is told by Felisa's friend Ned Quint that the family house is haunted and that she should never light a particular candle ... or else.



◀ Ronin is only 34 years old, yet he woos a woman who is 100. Ronin turns out to be an entity rather than a person.

▶ With Ronin's anaphasic energy within her, Felisa sits up and tries to convince Beverly that she should trust him. Beverly insists he leave Felisa's body.



FILE 43 STARFLEET PERSONNEL

Captain Christopher Pike

Christopher Pike spends more than 10 years as the captain of the *U.S.S. Enterprise NCC-1701*. When James Kirk replaces him, he is promoted to fleet captain, but soon afterward he is involved in a tragic accident that leaves him crippled.

As captain of the *U.S.S. Enterprise NCC-1701*, Christopher Pike sets an impeccable standard. He is a vital and courageous leader, famous for putting his crew first and himself last. A complex personality, Pike's warmth and sensitivity is palpable under the surface, yet he always commands with utmost formality.

Firm purpose

Pike is born in Mojave on Earth in the early part of the 23rd century. As an adult he enters Starfleet and rises to become captain of the *Enterprise* in 2251, replacing Captain Robert April, who had led

the ship on its first five-year mission.

Christopher Pike is a loner who never seeks advice, friendship nor personal comfort from anyone on board. Though he is strikingly handsome, he suppresses his desires and maintains strictly professional relations with female crew members. He expects heroic perfection from himself, yet embraces humanness in others.

Pike is never entirely comfortable with the idea of women on his bridge. This is an unusually chauvinistic impulse for a man of his time. He can be brusque, and often treats his female yeoman and first officer with severity.

PROFILE ON CHRISTOPHER PIKE

NAME: Christopher Pike

PLACE OF BIRTH: Mojave, Earth.

CAREER PATH: 2251, assumes the captaincy of the *U.S.S. Enterprise NCC-1701*. 2256, completes first five-year mission. 2257, begins second five-year mission. 2263, promoted to fleet captain. 2266, crippled rescuing cadets from a class-J starship. 2267, returns to Talos IV.

REMARKS: Pike is an exceptional officer, but is prone to fits of self-doubt. He takes the loss of any of his crewmen very hard.

FIRST SEEN: 'The Cage'



Pike was born in Mojave on Earth's North American continent. He is the second captain of the U.S.S. ENTERPRISE, and is eventually promoted to fleet captain.

TO BOLDLY GO ...

Spock and Pike serve together on the U.S.S. ENTERPRISE NCC-1701 for 11 years. During this time they form a close bond. Spock's loyalty to Pike is so great that he is willing to disobey orders and risk the death penalty to take Pike to Talos IV, where the Talosians can help the crippled captain.



A disastrous ENTERPRISE mission to Rigel VII costs the lives of three crew members. Pike blames himself for their deaths, and immediately afterward he considers resigning.

Under Pike's command, the ENTERPRISE visits many strange new worlds. One of these, Talos IV, becomes very important to Captain Pike.

However, he places great faith in his female first officer, and regularly leaves her in charge of the ship while he leads landing parties.

Pike takes the responsibilities of command very seriously. When an ill-fated mission on Rigel VII results in the death of his yeoman and two crewmen, Pike blames

himself, believing that he should have been able to predict that the mission would turn violent.

Pike begins to feel that the heroic burden of command has become too much for him, and he seriously considers resignation. He's tired of being responsible for 200 lives, tired of deciding who should live and who should



OTHER CARDS IN THIS FILE...

- 2 NUMBER ONE
- 3 CAPTAIN KIRK

SEE OTHER FILES...

- STAR TREK
'The Cage'.....File 67
- STAR TREK:
The Original Series.....File 68

Captain Christopher Pike

For all his doubts, Christopher Pike is most at home on the bridge of the U.S.S. ENTERPRISE NCC-1701. His crew, including Mr. Spock, are fiercely loyal to him.

die. He longs for the relaxed life back home or a more carefree profession. The ship's Chief Medical Officer, Dr. Phillip Boyce, observes that Pike is a natural Starfleet captain – the kind of man who must face life head on or wither and die.

Under Pike's command, the Enterprise makes one of the most significant discoveries in the history of Starfleet on a mission to Talos IV. En route to the Vega Colony, the Enterprise receives a distress radio signal from a ship crashed on Talos IV. Pike disregards the message, since the old-fashioned radio wave signal was sent 18 years ago and there is no proof of survivors.

Fateful discovery

When follow-up contact confirms survivors, Pike changes course and heads to Talos IV. There, he's greeted by a handful of scientists and the beautiful Vina. Vina's charms lure Pike to a private alcove where he is immediately taken prisoner and led underground. The 'survivors' vanish, and Pike realizes they were telepathic illusions created by the powerful Talosians.

Confined in a transparent cage, Pike is subjected to numerous hallucinations that test his reaction



Pike has a relaxed relationship with the U.S.S. ENTERPRISE's doctor, Phillip Boyce. Pike is a driven man, who can push himself too hard, and Boyce is shrewd enough to realize that the best treatment is often a martini and a holiday.

to fantasies, behavioral adaptability and his suitability as the father of a colony of human slaves.

The scenarios offer Pike escape from the pressures of command and the opportunity to indulge in carnal pleasures. Pike is tempted, but ultimately resists. He would rather kill himself than live in captivity. The Talosians deduce that humans are too violent to be slaves and allow Pike to return to the Enterprise.

After Pike reports to Starfleet, they issue General Order Seven which bans anyone from visiting Talos IV under penalty of death.

In 2363, Pike completes his second five-year mission and is promoted to fleet captain. However, he is soon involved in a terrible accident. In a final act of heroism, Pike attempts to rescue crewmen trapped on board a cadet vessel. When the baffling plates



Pike is a thoughtful man, but he is more than capable of holding his own in hand to hand combat. When the Talosians force him to fight an illusory giant from Rigel VII, he manages to overcome his opponent through a combination of intelligent thinking and brute force.

On Earth, Pike's family lives in the idyllic countryside of Mojave. Pike loves to ride, and has his own horse, Tango.

rupture, Pike is showered in lethal delta rays. Paralyzed, mutilated and mute, Pike is reduced to minimal brainwave communication and is sustained only by a battery-driven heart. His mind is as active as ever, but his once vital body is withering away.

Second chances

Soon afterward, the Enterprise's new Captain, James T. Kirk, is mysteriously summoned to Starbase 11, where he discovers the invalid Pike. It soon emerges that Spock has faked the summons; Spock served as Pike's science officer for 11 years, and is dedicated to him beyond Vulcan protocol. When Pike is kidnapped and the Enterprise is set on a course for Talos IV, Spock admits treason. He's returning Pike to Talos IV, without his consent.

Spock's court martial begins with Pike serving as third officer on the trial board, along with Kirk and

Shortly after being promoted to fleet captain, Pike is horribly injured rescuing Starfleet cadets from a class-J starship. Pike drags several cadets to safety, but the deadly delta rays leave him crippled. In his chair he can communicate only by using the lights on the panel by his chest.



Commodore Mendez. As part of Spock's defense, images are broadcast from Talos IV recounting Pike's capture 13 years earlier. Pike sees himself vibrant again, unfettered by his physical disabilities, and he begins to soften.

Though all three commanders ultimately pronounce Spock guilty, the Enterprise is locked on course to Talos IV. Kirk is furious, but Spock asserts the final decision rests with Pike. A choked-up Pike blinks acquiescence, and Commodore Jose Mendez vanishes – it seems that he was another Talosian illusion designed to distract Kirk. From the Enterprise, Spock and Kirk watch as the Talosians use their abilities to give Pike the totally convincing illusion that he has been restored to perfect health.

"You either live life — bruises, skinned knees and all — or you turn your back on it." —Captain Christopher Pike



Communicators: 2266

The communicator issued by **Starfleet** in the late 2260s is a handheld device used for sending and receiving voice communication, and to pinpoint the coordinates of landing party personnel. It is standard procedure for each member of a landing party to be equipped with a communicator, which is normally attached to the waistband.



▲ The personal communicator is essential to Starfleet's mission of exploration, and has saved hundreds of lives.

Anyone on a planet who is carrying a communicator may easily be found by a ship in orbit. A transporter beam or weapon may then be locked on so that the person or thing may be beamed up or destroyed.

Though communicators make working with both hands difficult, they are worn on the wrist of isolation suits, such as when a landing party from the **U.S.S. Enterprise NCC-1701** investigate a **Federation** research outpost on **Psi 2000** on **Stardate 1704**.

Design and use

The range of the standard **Starfleet** communicator of this era is limited to planetary distances, but it may be used for communication between a planet's surface and a ship, between users aboard the same ship, or between nearby ships.

The communicator is an oblong black box that fits conveniently in the palm of one hand. It is constructed of three parts: the upper body shell, the lower body shell, and the antenna. The upper and lower halves of the black box are separated

ESSENTIAL EQUIPMENT

The personal communicator is a powerful but compact device which is principally used by landing parties. It can transmit signals between members of the party or to a ship in orbit. Like all Starfleet equipment, it has a simple, functional design and is very easy to use.

The antenna is a small golden mesh which is built into the device. It is more than powerful enough to communicate with a ship in orbit.



When it is not in use, the antenna flips down to cover the communicator's controls.

The switch on the left is used to control the transmission and reception functions.

The pattern in the middle indicates the operating frequency.

The three lights in the center indicate the communicator's status.

The control on the right is used to select channels.

▲ Officers on landing party duty rely heavily on their communicators, which are used to communicate with the ship and with other members of the party, as well as providing a transporter signal.



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Communicators: 2266



▶ **Onboard ship, communications are normally maintained by the use of wall-mounted panels. Communicators are only used in emergencies, when the ship may have fallen into the hands of an intruder or if systems are malfunctioning.**



▲ **The communicator is a vital means of establishing transporter coordinates. Once the transporter chief has locked on to a communicator signal he can beam anybody in the vicinity up; without a signal this is almost impossible.**

▶ **The communicator is a vital part of any landing party's equipment. In 2266 it is still worn on a belt, but soon after it is attached directly to the waistband of the trousers and hidden under the shirt.**



by a lighter-colored narrow metal strip. Communicators are sturdy enough to survive being thrown or dropped, but they do not respond well to extreme cold.

The antenna is a gold-colored lattice that fits into the upper body shell and is attached to the shell by a single hinge. When the antenna is raised, the communicator chirps a ready signal. Under the antenna is the speaker/microphone, two control switches, three status lights, and a vent. A transmit/receive switch is on the left, and a channel selector switch is on the right.

Communicator status is shown by three lights set in a line between the speaker/microphone and the switches. The red light showing the equipment is active is in the center. The yellow transmit light is on the left, and the blue receive light is on the right.

The **transtator** is the most important component of the communicator, as well as of the **phaser**, the transporter, the **tricorder**, and many other pieces of **Federation** equipment of this period.

Vital tool

The communicator is always carried on landing party duty and is usually attached to the waistband of a Starfleet officer's trousers, and tucked under the uniform's shirt.

Communicators are vital for obtaining transporter coordinates and are unfortunately easily stolen. Such things occur often, sometimes innocently, and sometimes to prevent a landing party from escaping. For example, the ancient children on a world known only as **Miri's Planet** steal communicators because the children are fascinated by the voices coming out of them. On the other hand, **Bela Oxmyx** of **Sigma Iotia II** steals communicators because he doesn't want **Captain James T. Kirk** and the other members of the landing party talking

with the orbiting **U.S.S. Enterprise NCC-1701**. The communicator can be used to transmit an emergency signal that ship's personnel usually interpret as a request for emergency beamout. This can be activated very easily and does not require the user to speak.

Communicators are extremely simple to use. With no training, **Bela Oxmyx** is able to converse with **Chief Engineer Scott** aboard the **Enterprise**.

Used in tandem, communicators can be tuned to set up sonic vibrations strong enough to start an avalanche of rocks. **Kirk** and **Spock** do this to give themselves more time to escape when being pursued on **Capella IV**.

Communicators can also be used to communicate within a vessel. This may be necessary if the ship's computer systems are malfunctioning or an intruder has taken control of the vessel.

Communicators can also be adapted to contact certain machines. Perhaps the most unusual use of a communicator occurs when **Kirk** uses one to talk with **Spock's** brain, which has been stolen and wired into the central control system on the sixth planet of the **Sigma Draconis** system.

▼ **The standard issue communicator is a small and simple device, reflecting Starfleet's functional design philosophy. The lid also serves as an antenna and all the functions can be easily controlled.**



THE COMMUNICATOR AS WEAPON

Highly adaptable

Although it is designed for communication with an orbiting vessel, or other members of a landing party, the communicator is highly adaptable. It can be used to communicate with certain kinds of machine, and if necessary can be adapted to serve as a sonic weapon. On **Capella IV**, **Kirk** and **Spock** do exactly this, using sympathetic vibrations generated by their communicators to attack a party of **Capellans**.



▲ **The communicator can generate a sonic beam, which may be audible. If two communicators are used together they can produce powerful vibrations in certain kinds of rock formation.**

▶ **The apparently harmless communicator can thus become a potentially lethal weapon. If the beams are aimed at a suitable rock formation it will 'explode', showering rocks on anyone below.**





FILE 68 STAR TREK: THE Original Series

'The Devil in the Dark'

Something is killing the pergium miners on Janus VI, and the *U.S.S. Enterprise NCC-1701* is called to investigate. As security teams search the labyrinth of tunnels, Mr. Spock begins to have his doubts. It seems to him that whatever is killing the colonists must have its reasons ...

CAPTAINS LOG
STARDATE 3196.1

"A distress call from the pergium production station on Janus VI has brought the *ENTERPRISE* to that long-established colony. Mr. Spock, Dr. McCoy and I have beamed down to meet with Chief Engineer Vanderberg, administrative head of Janus VI."

Deep in the pergium mines on Janus VI, a party of miners relieve a guard and a man called **Schmitter** starts his duty shift. He is nervous; so far, 50 miners have been killed by a 'monster' which is unaffected by phasers. The miners' leader, **Chief Engineer Vanderberg**, assures him that the *U.S.S. Enterprise NCC-1701* is on its way. But as soon as Schmitter is alone, the creature attacks him. By the time the other miners respond to his screams, all that is left are the charred remains of his body.

Mysterious killer

As soon as the *Enterprise* arrives, **Captain Kirk**, **Mr. Spock** and **Dr. McCoy** meet Vanderberg. He explains that three months ago the colonists opened up some new levels in the mine, where they found exceptionally rich deposits of pergium. However, they soon found that their automatic machinery was disintegrating. The repair crew they sent in were killed by something, and, just like Schmitter, their bodies were burned to a cinder. The first deaths were in the lower levels, but they soon began to occur in the upper levels and are now approaching the area where the miners live.

Ed Appel, the Chief Processing Engineer, has seen the creature; he describes it as "big and shaggy." His **type-1 phaser** had no effect on it. The miners have been forced to stop work. As they talk, Spock notices an unusual sphere. Vanderberg tells him that it is a silicon nodule and that they found, and destroyed, thousands of them in the new levels.

McCoy's examination shows that Schmitter's body was corroded, as if it had been thrown into acid. Spock plots the pattern of the attacks and realizes that the creature must be able to move incredibly quickly. But as there are no recognizable life signs, it will be very difficult to find it in the huge network of tunnels.

STARSHIP FACTS

The Horta is the first silicon-based life form ever encountered by the Federation. Every 50,000 years all the Horta, except one, die. The last Horta cares for the eggs and becomes the mother of her race.

ON SCREEN...



1 In the last few months, 50 pergium miners have been killed by a mysterious creature. The situation is critical, and the miners desperately need Kirk's help.



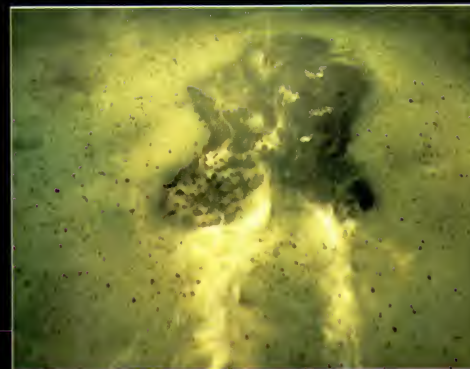
2 Vanderberg shows the *U.S.S. ENTERPRISE* landing party where the creature has attacked the miners. The complicated network of tunnels is massive.



3 Spock asks Vanderberg about the unusual spheres, but the Chief Engineer dismisses them as unimportant; they are simply nodules of silicon.



4 The creature shows its intelligence by stealing the circulating pump from the reactor. Without it, the colonists will be forced to leave Janus VI.



5 The creature's attacks leave little behind. Anyone unfortunate enough to be in its way is corroded as if he or she were dropped into a vat of acid.



6 Kirk and Spock find the creature and manage to fight it off with their specially adapted phasers. But now that it is wounded it may be even more dangerous.



'The Devil in the Dark'

Another guard is attacked, and the creature steals the main circulating pump from the colony's reactor; without it, the reactor will rapidly go critical. There are no spare parts, and the reactor cannot be shut down because it supplies the colony's life support systems. However, **Scotty** believes he can juryrig something that will hold the reactor together for 48 hours.

The creature's calculated act convinces Spock that it is intelligent. Spock suggests that it may be a silicon-based life form, and that they should adjust their **type-2 phasers** accordingly. Spock believes that the spheres are significant, but is not sure why.

Into the Labyrinth

Kirk orders security teams, led by **Lieutenant Commander Giotto**, to start searching the mines, starting on level 23 where the nodules were found. Spock's **tricorder** picks up signs of a silicon-based life form, and after a security guard is killed Kirk and Spock track the creature to a circular tunnel that obviously wasn't cut by machines. A rocklike creature appears, and the two officers shoot at it before it escapes down a tunnel.

Spock can only detect one creature. Because there are so many tunnels he believes that there must once have been more creatures, and that the one they are chasing may be the last of its kind. He tells Kirk that they should not take its life lightly, but the Captain tells him they have no choice.

As the search continues, the reactor finally fails. The *Enterprise* begins to evacuate the colony, but Vanderberg and some of the miners stay behind.

Kirk and Spock separate to explore two branches of a tunnel, and Kirk walks into a chamber full of the spheres. Spock warns him not to damage them, and at the same moment the creature generates a rock fall which cuts Kirk off. The creature approaches him, but as long as he keeps his phaser trained on it, it keeps its distance.

Using his communicator, Spock tells Kirk to kill the creature, but Kirk decides against it. As he waits for Spock, the creature shows Kirk that it has been wounded. When Spock arrives he notices all the nodules and, despite the risks, attempts to mind-meld with the creature. He learns that it is called a **Horta**. The creature is in great pain, and Spock is forced to break the meld, but it then burns a message in the ground: "No kill I."

Kirk calls McCoy and tells him that he has a patient for him. Spock re-establishes the mind-meld, this time making physical contact with the Horta.

Kirk's security men have to hold back Vanderberg and a party of miners while McCoy makes his way into the chamber. Meanwhile, Spock is deep in the mind-meld with the Horta and starts talking about "devils" and the "Vault of Tomorrow". When McCoy arrives, Kirk tells him to help the Horta, and asks Spock about the pump.

Spock's reply leads Kirk into a chamber full of broken spheres, where he finds the stolen pump. He returns to the main chamber and brings Spock out of the mind-meld. He and Spock have both realized that the spheres are the Horta's eggs.

The miners overpower the security guards and rush into the chamber, ready to kill the Horta. But Spock and Kirk stand in their way, explaining that the Horta was only trying to protect its eggs, which the miners have been destroying.

Handing over the pump, Kirk tells the

miners that perhaps they should learn to work with the Horta, which – due to its ability to create tunnels – is the most naturally talented miner known to man.

McCoy stands up from his patient in amazement. He's treated the Horta with **thermoconcrete**, and, incredibly, it has worked. Spock suggests to the Horta that it should cooperate with the miners, and it agrees. When the *Enterprise* leaves orbit, the baby Horta have already begun to hatch, and they instantly start digging tunnels, which will lead the miners to untold riches.

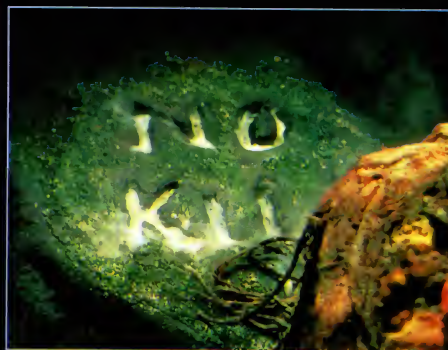
ON SCREEN...



7 Spock and Kirk track the creature to a tunnel. It is obvious that the being has the ability to simply cut its way through the rock.



8 The creature shows Kirk that it has been wounded. As long as Kirk has his phaser, the creature seems to have no intention of attacking.



9 Using a partial mind-meld, Spock makes contact with the creature, and learns that it is called a Horta. After the mind-meld is broken the Horta burns a message into the ground: "No kill I."



10 Spock risks a full mind-meld with the creature and learns that it is only trying to protect its young – the spheres of silicon which the miners have been destroying.



11 McCoy is beginning to think he can cure a rainy day. His makeshift bandage made of thermoconcrete seems to be exactly what the Horta needs.



12 With the pump returned, the miners realize that the Horta means them no harm, and they soon establish a new relationship with the rocklike creature.



'Tattoo'

70,000 light years from home, **Chakotay** discovers a strangely familiar symbol. His mind is drawn back to a time when he was a teenager and his father had taken him to look for a lost branch of their tribe. It seems he has found some 'relatives' in the Delta Quadrant.

'TATTOO'

"It's an ancient myth. Sky Spirits from above created the first Rubber People in their own image, and led the way to a safer land where the Rubber People would live for eternity."

— Chakotay

After **Chakotay** sees a familiar symbol on a moon, the **U.S.S. Voyager NCC-74656** follows a warp trail to a nearby planet. Storms prevent anyone from transporting to the surface, so Chakotay takes a team down in a shuttle.

The planet reminds Chakotay of Central America; it even seems to have hawks – one of which attacks **Neelix**, who has found a group of huts. He is injured, and transports back to the ship.

Captain Janeway is ready to collect vital resources from the planet, but wants the inhabitants' permission. Chakotay orders his party to lay down their weapons, just as his father did years ago when he and Chakotay found a lost branch of their tribe. A powerful wind springs up, and the away team run back to the shuttle. Chakotay is cut off from the others, who beam back to *Voyager*.

Distant roots

Chakotay regains consciousness and returns to the huts. Remembering that the lost tribe stripped them and painted Chakotay's familiar tattoo on his father's face, Chakotay removes his clothes, putting on a shirt that he finds, and follows a trail leading away from the huts. *Voyager* is still unable to beam anyone down, so Janeway orders **Tom Paris** to land. But as soon as he tries, *Voyager* is caught in a storm.

Chakotay enters a cave, where he finds aliens who speak the ancient language of his people. The aliens' faces are marked like Chakotay's, and they are amazed by his tattoo. One alien tells him that they had thought all the people with the mark were destroyed, and that years ago they helped his people to evolve. Now that they understand, the aliens release *Voyager* and allow the ship to collect some supplies. Before Chakotay leaves, he embraces the alien, realizing that he has taken a step closer to his people.

ON SCREEN...



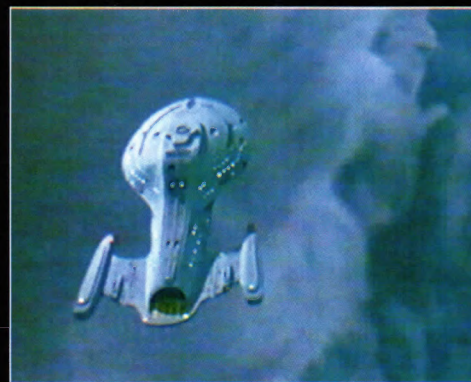
1 Chakotay is amazed to see this symbol on a moon in the Delta Quadrant. He explains that it is a blessing to the land, used to apologize for a camp fire.



2 Because electrical storms prevent anyone from transporting down to the planet, Chakotay takes Torres, Neelix and Tuvok down in a shuttle.



3 The symbol and the events on the planet remind Chakotay of a time during his teenage years, when he and his father discovered another branch of their tribe.



4 Janeway takes the **U.S.S. VOYAGER** into the atmosphere, hoping to rescue Chakotay, but the ship is caught in a massive electrical storm.



5 Chakotay follows the path to the mouth of a cave. Despite the streaks of lightning that guard the doorway, he is confident he will not be harmed.



6 Centuries ago, the aliens visited Earth, and helped Chakotay's people. However, they thought that all of the tribe were killed by those without respect for land or life.

STARSHIP FACTS

While Chakotay is on the planet, the Doctor gives himself a holographic virus. He wants to show the crew how to cope with illness, but panics when Kes extends the program.





'COLD FIRE'

"The idea that there could be Ocampa anywhere but on the homeworld is something no one ever considered. I thought I was the only one."

— Kes

Since their arrival in the Delta Quadrant, the crew of the *U.S.S. Voyager NCC-74656* have known of the existence of a female Caretaker, and they have always hoped that when they found her, she would help them return to the Alpha Quadrant.

Aboard the *U.S.S. Voyager NCC-74656*, the Caretaker's remains begin to vibrate. The crew realize they are near the female Caretaker. They trace life signs to a space station, where they are contacted by a male Ocampa, Tanis.

Tanis comes aboard to meet Kes. She shows him around the ship, and he shows her how to use her mental abilities to make the plants in the airponics bay grow incredibly quickly.

At dinner, Tanis agrees to lead *Voyager* to *Suspiria*, the female Caretaker, and asks Kes to join the other Ocampa. Later, Tuvok shows Captain Janeway that he has developed a weapon that could be used against *Suspiria*, if she is hostile.

Dark forces

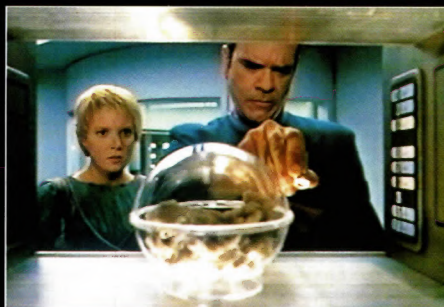
Tanis teaches Kes to boil coffee with her thoughts. But when she tries to show Tuvok, she loses control and raises the temperature of his blood, badly injuring him. Tuvok makes a full recovery, but Kes is disturbed. Tanis finds her and tells her that she is superior to other life forms. His next lesson teaches her to destroy the plants in her garden. Kes is shocked, but Tanis tells her that the way the power is used is irrelevant.

Suspiria arrives aboard the ship and slips into Engineering. Janeway sees the readings on the bridge, but none of the engineering crew respond to her hails. Meanwhile, Tanis finds Kes in the mess hall and tells her that it is time to leave. In Engineering, Janeway finds a little girl who accuses her of killing the Caretaker. *Suspiria* is out for vengeance, and uses her powers to try to strangle Janeway. Kes has realized what is happening, and turns her powers on Tanis. *Suspiria* is affected and Janeway has a chance to use Tuvok's weapon; *Suspiria* is at her mercy, but the Captain decides to let her go. As *Voyager* continues its journey, Tuvok and Kes begin another lesson in the mastery of Kes's growing mental abilities.

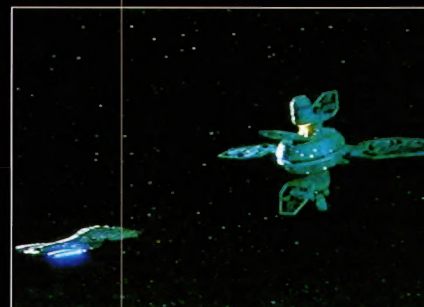
STARSHIP FACTS

A *Suspiria* and the Caretaker are members of a race called the Nacene. They are sporocystian life forms from another galaxy, and have enormous powers.

ON SCREEN...



1 The Doctor is puzzled when the Caretaker's remains begin to vibrate. It soon emerges that they are vibrating in response to sporocystian life signs.



2 The *U.S.S. VOYAGER* follows the life signs to a space station, which has a very similar design to the Caretaker's array.



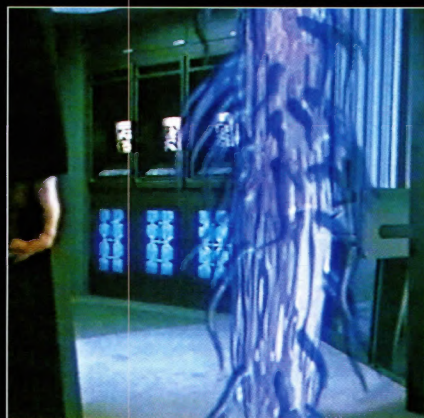
3 Tanis, the Ocampan leader, contacts *Suspiria* and tells her that Kes has potential. But *Suspiria* is only interested in *VOYAGER*, and orders Tanis to lead the ship and its crew to her.



4 Kes cannot control her mental powers, and when she tries to show Tuvok what she has learned she nearly kills him. Interestingly, Tanis seems to know exactly what happens.



5 *Suspiria* takes on the form of a little girl and uses her powers to attempt to strangle Janeway. *Suspiria* is convinced that Janeway killed the Caretaker.



6 Janeway tells *Suspiria* that she has no intention of harming her. But, instead of offering to help *VOYAGER* get home, *Suspiria* leaves the ship.



B continued

Brekians

Intelligent humanoid race, native to **Brekka**, that provided for their every need by trading the narcosis-inducing agent **felcium** with the neighboring **Ornarans**. (*Starship Log*: 'Symbiosis' [TNG]) **SEE FILES 18, 69**

B'rel-class

A class of **Klingon-Bird-of-Prey**. B'rel-class ships are smaller than their **K'Vort**-class cousins, and are used primarily as reconnaissance or patrol ships. (*Starship Log*: 'Rascals' [TNG]). **SEE FILES 34, 69, 70**

Brentalia

Planet that was the site of a wildlife preserve and zoo. **Lieutenant Worf** took his son there to see the **Kryonian Tigers**. (*Starship Log*: 'Imaginary Friend' [TNG]) **SEE FILES 3, 69**

Breshtanti ale

An intoxicating beverage, often consumed by **Klingons**. **Koloth** would not go into battle with **Kor**, because he believed Kor had washed away his honor in Breshtanti ale. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 11, 70**

Brevelle, Ensign

Officer serving aboard the **Federation** starship **U.S.S. Victory**, who was metamorphosed into a reptilian-based species indigenous to the planet **Tarchannen III** in the year 2367. (*Starship Log*: 'Identity Crisis' [TNG]) **SEE FILE 69**

Briam, Ambassador

The **Kriosian** emissary chosen to escort **Kamala** to the **Ceremony of Reconciliation** of 2368, where she was to marry **Chancellor Alrik** as part of the treaty between **Valt Minor** and **Krios**. (*Starship Log*: 'The Perfect Mate' [TNG]) **SEE FILES 18, 69**

Brianon, Kareen

Dr. Ira Graves' personal aide. She cared for the doctor during his terminal illness on the planet **Gravesworld**, and sent a distress call to the **U.S.S. Enterprise NCC-1701-D** in 2365. (*Starship Log*: 'The Schizoid Man' [TNG]) **SEE FILE 69**



The Bringloidi of Bringloid V have remained relatively unchanged for centuries. They still farm and raise animals for food.



The brig is used as a place of detention, safety or punishment. All starships have a brig, which utilizes a containment forcefield to protect the crew.

'Bride of the Corpse'

A B-movie, a staple of Earth culture in the 20th century. **Tom Paris** used his knowledge of the genre to charm **Rain Robinson**, an astronomer at the Griffith Observatory SETI lab. (*Starship Log*: 'Future's End' [VOY]) **SEE FILE 71**

bridge

The command center of a starship, usually located above the main deck and toward the fore of the vessel. Taken from the nautical term for the bridgelike platform where the ship was controlled. **SEE FILES 20, 21, 22, 23, 24, 25, 26, 28, 29, 31**

'Briefing with Neelix, A'

A morning program of news and general interest features which was designed to boost morale on the **U.S.S. Voyager** by keeping the crew informed of the ship's activities and progress. (*Starship Log*: 'Investigations' [VOY]) **SEE FILE 71**

brig

A site for the lawful confinement of persons who are guilty or suspected of criminal violations, or who might pose a physical danger to a ship or its crew. **SEE FILES 20, 25**

Briggs, Bob

Director of the Cetacean Institute in Sausalito, California, where the humpback whale calves **George** and **Gracie** were raised prior to being released as adults into the Pacific Ocean in 1986. (*Starship Log*: **Star Trek IV: The Voyage Home**) **SEE FILE 73**

Brik yop tal hopdrew, ki los hoem bog?

Ferengi for "If I jumped off a roof, would you do that, too?", a question that **Quark** asked US Army **Captain Wainwright** to determine if 20th-century humans could understand them. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILE 70**

Bringloid V

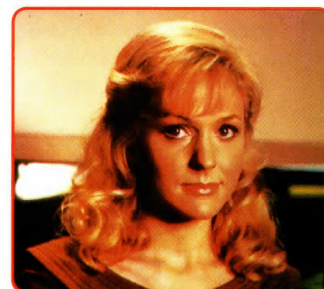
Planet in the **Ficus Sector** where settlers of Irish ancestry pursued an agrarian lifestyle. The planet was threatened by solar flares in 2365, leading to the evacuation of the population. (*Starship Log*: 'Up the Long Ladder' [TNG]) **SEE FILES 3, 18, 69**

Bringloidi

The human settlers of **Bringloid V**. Forced to abandon their planet and their rural, pastoral colony in 2365, they formed a new, joint society with the technologically advanced **Mariposans**. (*Starship Log*: 'Up the Long Ladder' [TNG]) **SEE FILES 18, 69**

Brekians
B'rel-class
Brentalia
Breshtanti ale
Brevelle, Ensign
Briam, Ambassador
Brianon, Kareen
'Bride of the Corpse'
bridge

'Briefing with Neelix, A'
brig
Briggs, Bob
Brik yop tal hopdrew, ki los hoem bog?
Bringloid V
Bringloidi
Brink
Briori
Bristlow, Ensign Freddy
Britt
'Broccoli'
Broik
Bronze Age
Brooks, Admiral
Brooks, Ensign Janet
Brooks, Marc
Brossmer, Chief
broth, Leola root
Browder IV
Brower, Ensign



Kareen Brianon regretted the age difference between her and Dr. Ira Graves. After caring for the doctor as a personal assistant, she grew fond of him.



As a representative of Krios, Ambassador Briam presided over the Ceremony of Reconciliation aboard the U.S.S. ENTERPRISE NCC-1701-D with Krios' former rival, Valt Minor.



◀ The slaves of the Briori, abducted from Earth in 1937, eventually find freedom through rebellion. The Briori are virutally wiped out and the former slaves now manage their new world without them. The **U.S.S. VOYAGER** crew encountered the former Briori slaves in the Delta Quadrant.

Brink First Officer on the Federation starship **U.S.S. Brattain** in 2367. As with most of the crew, **Brink** died from REM sleep deprivation when the ship was caught in a **Tyken's Rift**. (Starship Log: 'Night Terrors' [TNG]) **SEE FILES 31, 69**

Briori Alien race that abducted some 300 Earth residents in 1937 for use as slaves on their home planet. The slaves eventually revolted, killing or driving off the remaining **Briori**. (Starship Log: 'The 37's' [VOY]) **SEE FILES 18, 71**

Bristlow, Ensign Freddy **U.S.S. Voyager** crew member with a crush on **B'Elanna Torres**. She told **Tom Paris** that she wasn't interested in **Bristlow**, dismissing him as a child. (Starship Log: 'The Swarm' [VOY]) **SEE FILE 71**

Britt Chris Brynner's assistant who checked to see if **Sisko** or **Bashir** had been admitted to local hospitals after they and **Dax** were accidentally transported to 2024 San Francisco. (Starship Log: 'Past Tense', Part I [DS9]) **SEE FILE 70**



◀ Behind his back, Lt. Reg Barclay was often given nicknames. Wesley Crusher came up with a cruel epithet, **Broccoli**, a play on the name Barclay.

'Broccoli' A nickname conferred upon Lieutenant Reginald Barclay by the young Ensign Wesley Crusher. (Starship Log: 'Hollow Pursuits' [TNG]) **SEE FILES 43, 69**

Broik A Ferengi waiter employed in **Quark's bar**. (Starship Log: 'The Bar Association' [DS9]) **SEE FILE 70**

Bronze Age A period in pre-industrial Earth history characterized by human use of bronze tools and weapons. **Takarian** culture, encountered by the **U.S.S. Voyager** on Stardate 50074.3, had a Bronze Age level of technology. (Starship Log: 'False Profits' [VOY]) **SEE FILE 71**

Brooks, Admiral Starfleet officer with supervisory responsibilities over the **U.S.S. Enterprise NCC-1701-D** during several missions. **Brooks** received **Picard's** report on the **Borg** known as **Hugh**, and was to conduct an inquiry following **Dr. Reyga's** death in 2369. (Starship Log: 'Descent', Part I, 'Suspicious' [TNG]) **SEE FILES 19, 69**



◀ One of Counselor Deanna Troi's jobs was to console crew members. Her therapy was usually effective, and Ensign Janet Brooks eventually found Troi's advice helpful. Brooks lost her husband, Marc, in an accident aboard ship.

Brooks, Ensign Janet A crew member serving aboard the **U.S.S. Enterprise** in 2367. Her husband **Marc** was killed in an accident on the ship. (Starship Log: 'The Loss' [TNG]) **SEE FILES 25, 69**

Brooks, Marc **U.S.S. Enterprise** crew member who died in an accident, leaving his wife **Janet**, who was also a crew member. (Starship Log: 'The Loss' [TNG]) **SEE FILES 25, 69**

Brossmer, Chief Transport engineer aboard the **U.S.S. Enterprise** in 2369. She was operating the transporter system when **Geordi La Forge** and **Ro Laren** were temporarily cloaked. (Starship Log: 'The Next Phase' [TNG]) **SEE FILES 25, 69**



◀ Neelix, like most cooks, was very proud of his concoctions. When Neelix and Tom Paris were stranded on 'Planet Hell', Neelix suggested Leola root broth for the newly hatched creature they encountered. Paris was known to dislike this particular dish.

broth, Leola root A favorite restorative dish of **Neelix's**, which he wanted to feed to the repto-humanoid hatchling he and **Tom Paris** discovered on 'Planet Hell' in 2371. Paris considered the broth hideous. (Starship Log: 'Parturition' [VOY]) **SEE FILE 71**

Browder IV A planet in the **Alpha Quadrant** where the **U.S.S. Enterprise** and the **U.S.S. Hood** were to rendezvous in order to conduct a terraforming project in 2366. (Starship Log: 'Allegiance' [TNG]) **SEE FILES 3, 69**

Brower, Ensign A Starfleet engineer serving aboard the **U.S.S. Enterprise** in 2367, when the ship encountered the **Argus Array**. (Starship Log: 'The Nth Degree' [TNG]) **SEE FILES 25, 69**